

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus used in association with a display, wherein a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

one or more a-game program storage areas for storing a game program;

an operating member operated by the player;

a-number-of-players detector-detection programmed logic circuitry for detecting the number of players who participate in the game;

a-screen divider-dividing programmed logic circuitry for dividing a display area included in said display screen by the number of the participating players, and forming a plurality of divided areas;

a-game image generator-generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member;

an-evaluating value setter-setting programmed logic circuitry for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

a-size changer-changing programmed logic circuitry for changing a size of said divided areas allotted to each player based on said evaluating value.

2. (Currently Amended) A game apparatus according to claim 1, wherein  
said screen ~~divider~~ dividing programmed logic circuitry equally divides an area of  
said display area by said number of the participating players, wherein  
said size ~~changer~~ changing programmed logic circuitry changes the area of said  
divided areas of each player.

3. (Currently Amended) A game apparatus according to claim 1, further  
comprising  
a display area ~~renderer~~ rendering programmed logic circuitry for rendering a  
circular display area within said display screen; wherein  
said screen ~~divider~~ dividing programmed logic circuitry equally divides said  
circular display area rendered by said display area ~~renderer~~ rendering programmed logic  
circuitry by said number of the participating players in such a manner that each divided  
area is rendered by an angle that passes the center thereof,  
said size ~~changer~~ changing programmed logic circuitry changes a center angle of  
said divided areas of each player.

4. (Currently Amended) A game apparatus according to claim 1, wherein  
said game image ~~generator~~ generating programmed logic circuitry generates a  
changed game image according to a size change of said divided areas by said size  
~~changer~~ changing programmed logic circuitry.

5. (Currently Amended) A game apparatus according to claim 4, wherein

said game image ~~generator~~ generating programmed logic circuitry generates the game image in such a manner as to change a visual range.

6. (Currently Amended) A game apparatus according to claim 1, further comprising

a-end determining programmed logic circuitry ~~portion~~ for determining whether or not there is a player who ends the game out of the participating players; wherein

said size ~~changer~~ changing programmed logic circuitry re-divides said display area by the number of the remaining players ~~that subtract the players~~ when determined by said end determining ~~portion~~ programmed logic circuitry that there is the player who ends the game, and determines a size of re-divided areas based on the evaluating value of the remaining players.

7. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game system comprising:

an exchanging portion for exchanging data between said video game machine and said hand-held game machine; and

an evaluating value setter for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; wherein

said hand-held game machine, includes:

at at least one first game-program storage area for storing a program for a player's own hand-held game;

an operating ~~unit~~member operated by the player;

~~a first game-image generator~~generating programmed logic circuitry for generating a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit; and  
said video game machine, includes:

at at least one second game-program storage area for storing an operating program for the video game machine and a program for an interlocking game;

~~a number-of-players detector~~detecting programmed logic circuitry for detecting the number of players who participate in the game;

~~a screen divider~~dividing programmed logic circuitry for dividing a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

~~a second game-image generator~~generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area or an operation from said operating ~~unit~~member received by said exchanging portion; and

~~a-size changer~~ changing programmed logic circuitry for changing a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter.

8. (Currently Amended) A game system according to claim 7, wherein said evaluating value setter ~~is~~ comprises evaluating value setting programmed logic circuitry and is provided in said video game machine, said first game-image ~~generator~~ generating programmed logic circuitry re-generates said separate game images based on the evaluating value of the player received from said video game machine by said exchanging portion.

9. (Currently Amended) A game apparatus for use with a display, and in which a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

at least a first game program storage for storing a game program;  
an operating ~~unit~~ member operated by the player;  
~~a-number-of-players detector~~ detecting programmed logic circuitry for detecting the number of players who participate in the game;

~~a-screen divider~~ dividing programmed logic circuitry for dividing a display area included in said display screen by the number of the participating players, and forming a plurality of divided areas;

~~a-game image generator-generating programmed logic circuitry~~ for generating game images in each of said divided areas allotted to each player based on said game program and an operation from said operating ~~unit~~member;

~~a-end determining portion-programmed logic circuitry~~ for determining whether or not there is a player who ends the game out of the participating players; and

~~a-re-dividing portions-programmed logic circuitry~~ for re-dividing said display area by the number of the remaining players ~~that subtract the number of players when~~ determined by said ~~end determining portion-programmed logic circuitry~~ that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

10. (Currently Amended) A game system in which a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine, said game machine comprising:

~~an-exchanging portion-programmed logic circuitry~~ for exchanging data between said video game machine and said hand-held game machine; wherein

said hand-held game machine, includes:

at least a first game-program storage area for storing a program for a player's own hand-held game;

an operating ~~unit~~member operated by the player;

~~a-first game-image generator-generating programmed logic circuitry~~ for generating a separate game image to be displayed on said separate display based on said

program for a player's own hand-held game or an operation from said operating

~~unit~~member; and

said video game machine, includes:

at least a second game-program storage area for storing an operating program for the video game machine and a program for an interlocking game;

~~a-number-of-players detector~~detecting programmed logic circuitry for detecting the number of players who participate in the game;

~~a-screen divider~~dividing programmed logic circuitry for dividing the display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

~~a-second game-image generator~~generating programmed logic circuitry for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area or an operation from said operating ~~unit~~member received by said exchanging portion;

~~a-end determining portion~~programmed logic circuitry for determining whether or not there is a player who ends the game out of the participating players; and

~~a-re-dividing portion~~programmed logic circuitry for re-dividing said display area by the number of the remaining players ~~that subtract the player when~~ determined by said determining portion that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

11. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a display screen in a game apparatus that is provided to be associated with said display, and a plurality of players participate in a game and operate an operating ~~unit~~member so as to play the game on said display screen displayed on said display, said game program allows a computer of said game apparatus to execute the steps of:

~~a number of players detecting step of~~ detecting the number of players who participate in the game;

~~a screen dividing step of~~ dividing the display area included in said display screen by the number of the participating players, and forming said plurality of divided areas;

~~a game image generating step of~~ generating game images in each of said divided areas allotted to each player based on an operation from said operating ~~unit~~member;

~~an evaluating value setting step of~~ setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

~~a size changing step of~~ changing a size of said divided areas allotted to each player based on said evaluating value.

12. (Currently Amended) A storing medium that stores a game program for changing a plurality of divided areas on a common screen in a game system having a



video game machine connected to a common display, and a plurality of hand-held game machines including an operating ~~unit~~ member operated by a player and a separate display connected to said video game system, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program allows a computer of said hand-held game machine to execute the steps of:

~~an operation transferring step of transferring an operation from said~~  
operating ~~means~~ member to said video game machine; and

~~a first game image generating step of generating a separate game image to~~  
be displayed on said separate display based on the operation from said operating unit; and

said game program allows a computer of said video game machine to execute the steps of:

~~an operation receiving step of receiving an operation from said hand-held~~  
game machine;

~~a number of players detecting step of detecting the number of the players~~  
who participate in the game;

~~a screen dividing step of dividing a display area included in said common~~  
screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

~~a second game image generating step of~~ generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

~~an evaluating value setting step of~~ setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player;  
and

~~a size changing step of~~ changing a size of said divided areas allotted to each player based on said evaluating value.

13. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a display screen in a game apparatus for use with a display, and in which a plurality of players participate in a game and operate an operating unit so as to play the game on said display screen displayed on said display,

said game program enabling a computer of said game apparatus to execute the steps of:

~~a number of players detecting step of~~ detecting the number of players who participate in the game;

~~a screen dividing step of~~ dividing a display area included in said display screen by the number of the participating players, forming said plurality of divided areas;

~~a game image generating step of~~ generating game images in each of said divided areas allotted to each player based on an operation from said operating unit;

~~determining step of~~ determining whether or not there is a player who ends the game out of the participating players; and

~~a re-dividing step of~~ re-dividing said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players.

14. (Currently Amended) A storing medium that stores an executable game program for changing a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit operated by a player and a separate display connected to the video game machine, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling a computer of said game apparatus to execute the steps of:

~~an operation transferring step of~~ transferring an operation from said operating unit to said video game machine; and

~~a first game image generating step of~~ generating a separate game image to be displayed on said separate display based on the operation from said operating unit; and

said game program enables a computer of said video game machine to execute the steps of:

~~an operation receiving step of receiving an operation from said hand-held~~  
game machine;

~~a number of players detecting step of detecting the number of players who~~  
participate in the game;

~~a screen dividing step of dividing a display area included in said common~~  
screen in correspondence with the number of the participating players, and forming said  
plurality of divided areas;

~~a second game image generating step of generating game images in each~~  
of said divided areas allotted to each player based on an operation received by said  
operation receiving step;

~~determining step of determining whether or not there is the player who~~  
ends the game out of the participating players; and

~~a re-dividing step of re-dividing said display area by the number of the~~  
remaining players ~~that subtract the number of players when determined by said~~  
determining step that there is a player who ends the game, and allotting the re-divided  
areas to the remaining players.